## Application of Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective January 1, 2003 CLAIMS AS FILED - PART I' **SMALL ENTITY** OTHER THAN **SMALL ENTITY** (Column 1) (Column 2) TYPE [ TOTAL CLAIMS 20 RATE FEE RATE FEE BASIC FEE 750.00 **FOR** BASIC FEE 375.00 NUMBER FILED NUMBER EXTRA OR 80 TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 =X42= X84= OR MULTIPLE DEPENDENT CLAIM PRESENT +280= +140= OR \* If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL TOTAL OR **CLAIMS AS AMENDED - PART II** OTHER THAN **SMALL ENTITY** SMALL ENTITY OR 13-07 (Column 3) (Column 1) (Column 2) CLAIMS HIGHEST ADDI-ADDI-4 REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL AMENDMENT **AFTER** PREVIOUSLY **EXTRA** FEE FEE AMENDMENT PAID FOR Total Minus X\$18= 1 X\$ 9= OR Minus Independent X84= X42= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +140= +280= OR TOTAL OR ADDIT. FEE ADDIT. FEE (Column 2) (Column 3) (Column 1) CLAIMS HIGHEST ADDI-ADDI-8 REMAINING NUMBER PRESENT TIONAL TIONAL RATE RATE AMENDMENT **AFTER PREVIOUSLY EXTRA** AMENDMENT PAID FOR FEE FEE Total Minus \*\* X\$ 9= X\$18= OR Independent Minus \*\*\* X42= X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR TOTAL TOTAL OR ADDIT, FEE ADDIT. FEE (Column 2) (Column 3) (Column 1) CLAIMS HIGHEST ADDI-ADDI-O REMAINING NUMBER PRESENT TIONAL ENDMENT **AFTER PREVIOUSLY** RATE RATE TIONAL **EXTRA** PAID FOR AMENDMENT FEE FEE Minus Total X\$ 9= X\$18= OR Independent Minus X42= X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM

OR

OR

+280=

ADDIT, FEE

TOTAL

+140=

ADDIT, FEE

TOTAL

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

\* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

\*\* If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

\*\*\*If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."